Archie ADVENTURE SERIES

NO. 115 US $1.99

THE WORLD'S MOST WAY PAST COOL COMIC!

SONIC™ THE HEDGEHOG

SEGA

SPEED LIMIT 75

SEE MUTTSKI RUN

ALSO IN THIS ISSUE:

KNUCKLES FACES A NEW CHALLENGE!

DIRECT EDITION

Hey Sonic Fans,
Though this never happens in the book... we took some artistic license with Sonic's first meeting with the Genie. Hope you enjoy our Homage to Aladdin.
Justin- Sonic Editor

SONIC THE HEDGEHOG in MEANIE IN A BOTTLE

BENNY LEE - WRITER ART MAWHINNEY - PENCILER PAM EKLUND - INKER
JEFF POWELL - LETTERER JASON JENSEN - COLORISTS J.F. GABRIE - EDITOR
VICTOR GORELICK - MANAGING EDITOR RICHARD GOLDWATER - EDITOR IN CHIEF

PART 1

SONIC THE HEDGEHOG (ISSN 1070-5368), No. 115, Dec., 2002. Published every 4 weeks, twice in April by Archie Comic Publications, Inc., 325 Fayette Avenue, Mamaroneck, NY 10543-2318. Richard H. Goldwater, President and Co-Publisher; Michael I. Silberkleit, Chairman and Co-Publisher. Single copies $1.99 in the U.S.; $2.39 in Canada. Subscription rate: [illegible] for 13 issues; $31.07 in Canada. All Canadian orders payable in U.S. funds. © SEGA CORPORATION 2002. All Rights Reserved. SEGA, DREAMCAST, the Dreamcast logo, Sonic The Hedgehog, and all related characters are trademarks or registered trademarks of SEGA CORPORATION or its affiliates. The product is manufactured under licensed from Sega of America Dreamcast, Inc., P.O. Box 7639, San Francisco, CA 94120-7639. www.sega.com Any similarities between characters, names, persons, and/or institutions in this book and any living, dead, or fictional characters, names, persons, and/or institutions are not intended and if they exist, are purely coincidental. Periodicals postage paid at the post office at Mamaroneck, New York and at additional mailing offices. This registered in U.S. patent office. POSTMASTER, send address changes to SONIC THE HEDGEHOG, c/o Archie Comic Publications, Inc., 325 Fayette Avenue, Mamaroneck, NY 10543-2318. Printed in Canada.

...HE PRIZES HIS POOCH MORE!

UH-OH! MAYBE THIS WASN'T SUCH A HOT IDEA!

DEEP...
...DOWN...
...INTO THE MURK THE HAPLESS HEDGEHOG SINKS!

UNTIL...
?

KAFF KAFF SPUTTER
END OF CHAPTER 1

MEANIE IN A BOTTLE PART 2

SONIC THE HEDGEHOG HAS BEEN SAVED FROM A WATERY GRAVE!

BUT HOW?

MUTTSKI! YOU'RE OKAY! I SHOULD'VE KNOWN A COLD DIP WOULDN'T HURT YOU, BOY!

ROWF!

Erf! OPEN UP, YA LOUSY---

K-ZAM

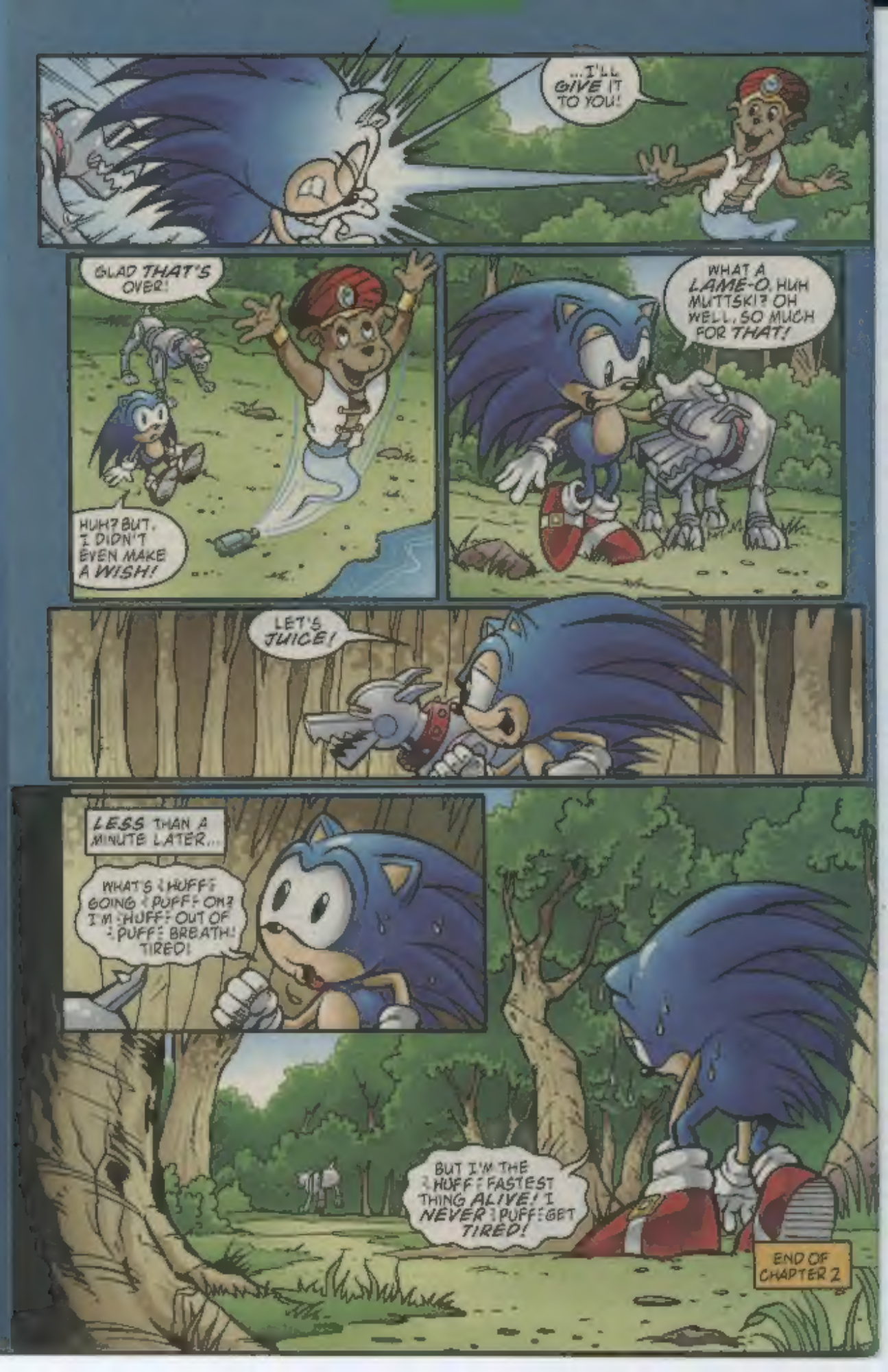
FREE AT LAST! FREE AT LAST! FREE AT LAST!

IT'S--IT'S-- A GENIE!
THREE POINTS FOR STATING THE OBVIOUS!

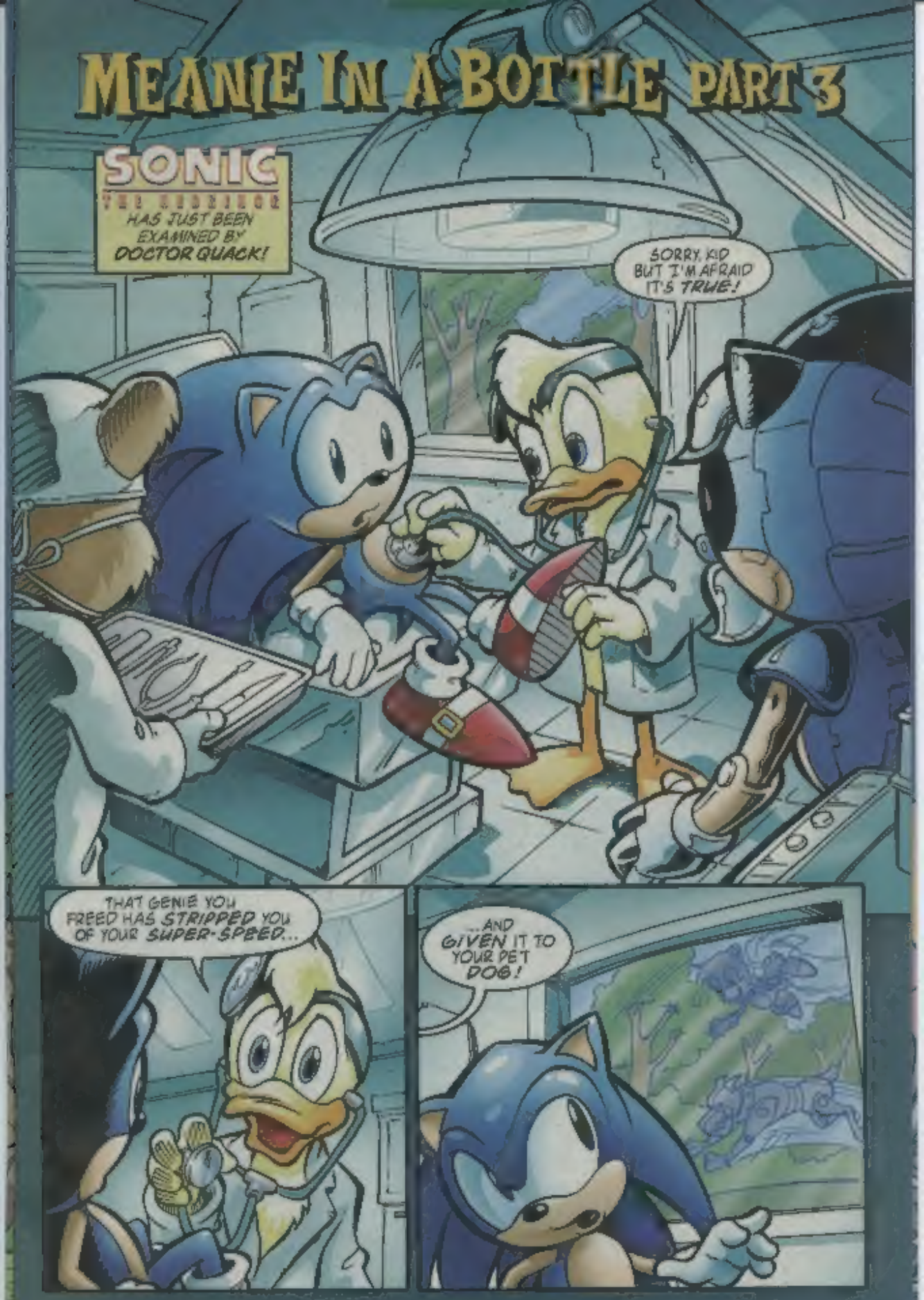
DON'T YOU MEAN THREE WISHES?

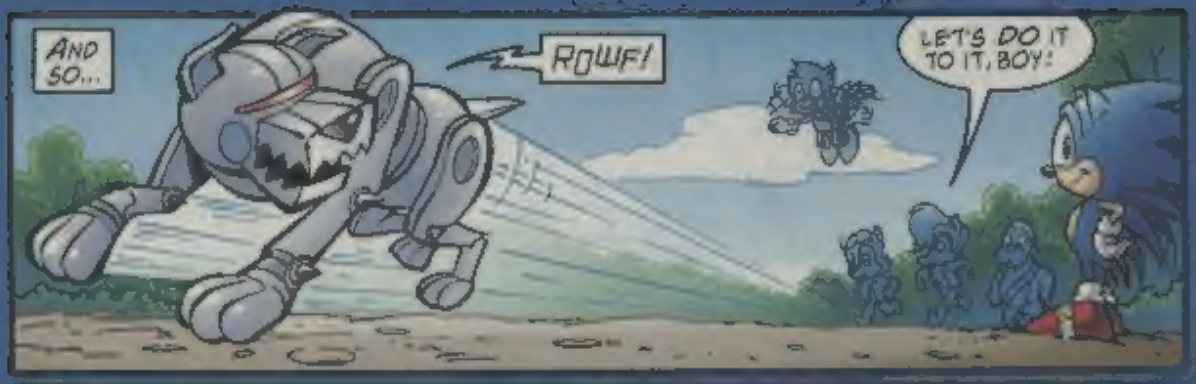
GET REAL EIN-SPINE! WHY WOULD I EVER WASTE MY POWERS ON YOU?

AS A REWARD FOR FREEING YOU!
I THINK YOU'VE READ TWO TOO MANY FAIRY TAILS. BUT IF IT'S A RE-WARD YOU WANT...


...I'LL GIVE IT TO YOU!
GLAD THAT'S OVER!
HUH? BUT, I DIDN'T EVEN MAKE A WISH!
WHAT A LAME-O. HUH MUTTSKI? OH WELL, SO MUCH FOR THAT!
LET'S JUICE!
LESS THAN A MINUTE LATER...
WHAT'S HUFF GOING PUFF ON? I'M HUFF OUT OF PUFF BREATH! TIRED!
BUT I'M THE HUFF FASTEST THING ALIVE! I NEVER PUFF GET TIRED!
END OF CHAPTER 2

MEANIE IN A BOTTLE PART 3



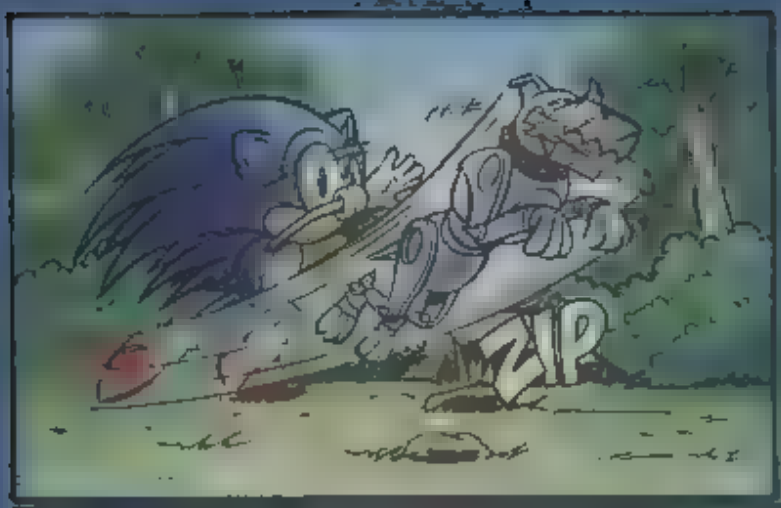

AND SO...
ROWF!
LET'S DO IT TO IT, BOY!

...OVER THE NEXT FEW DAYS...
MY PURSE!
GRRRR!
OW! OW! OW!

...MUTTSKI LENDS A MUCH NEEDED HAND, ER... I MEAN PAW!
SEEDS

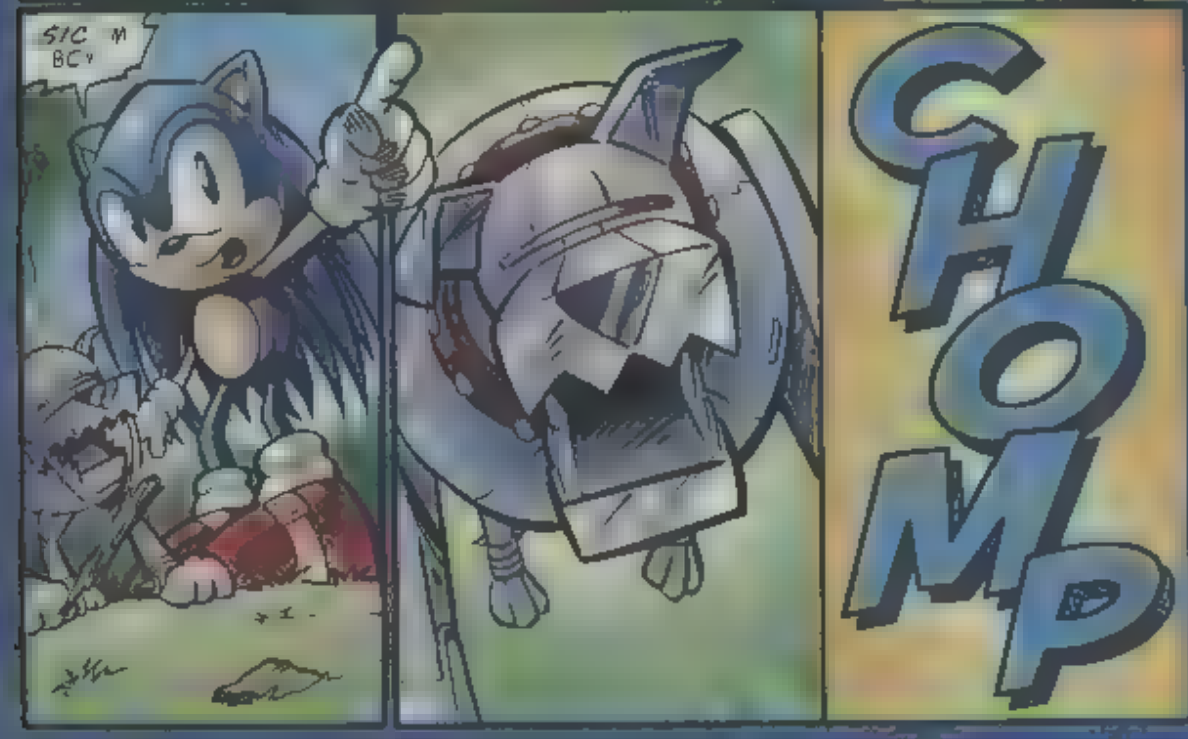
ROWF! ROWF!

READY, BOYZ

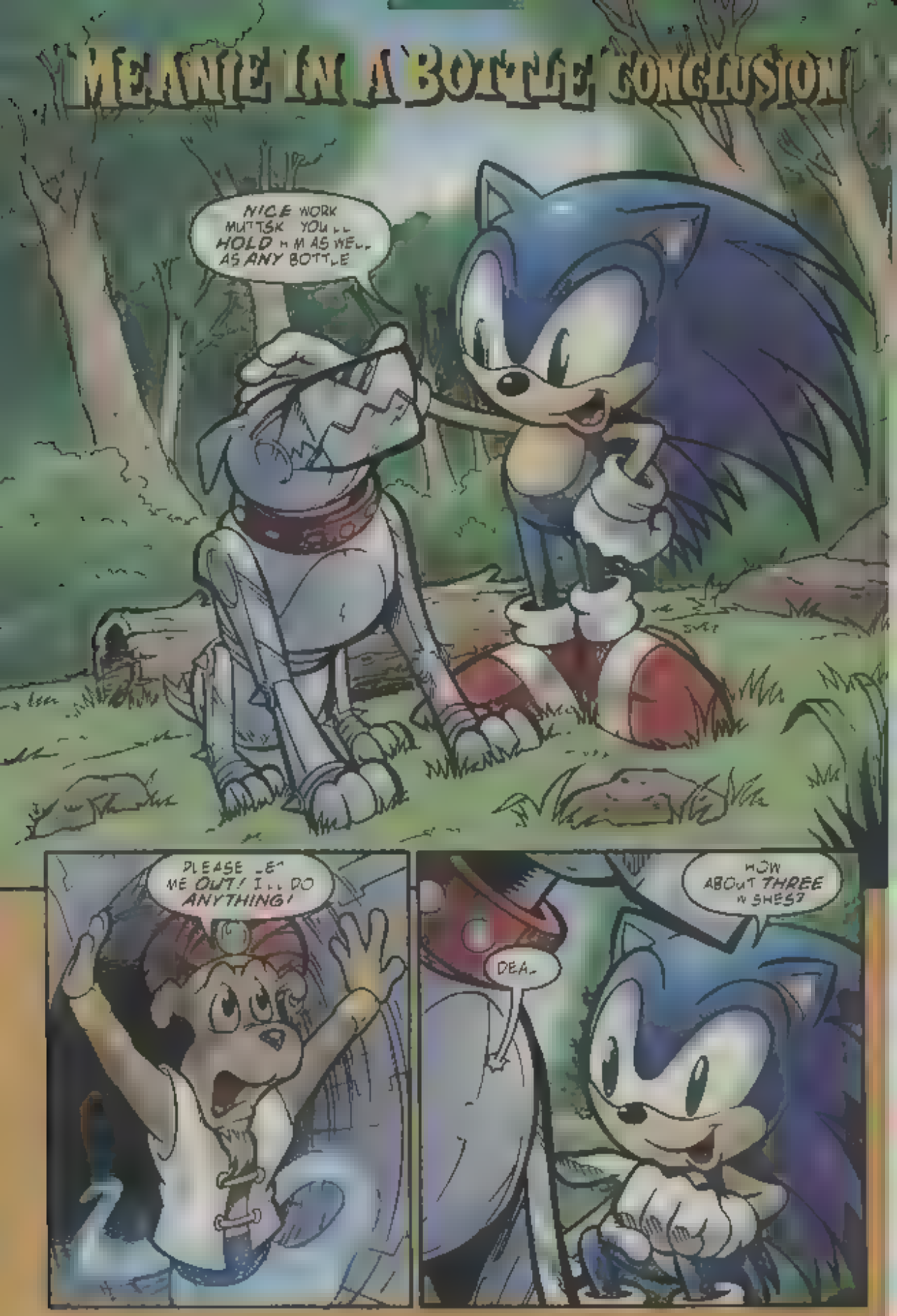

ZIP

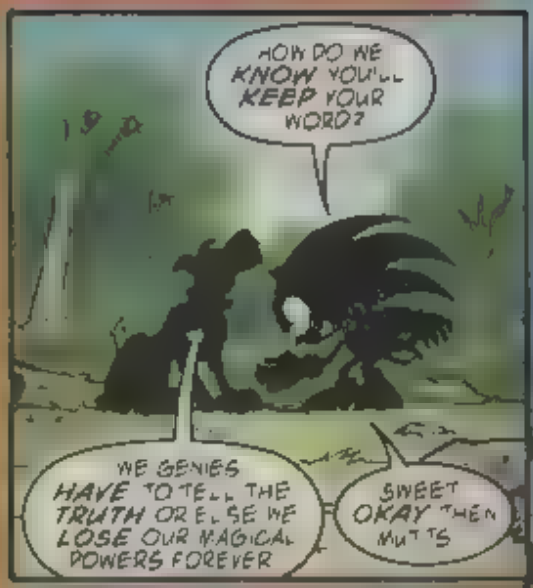
FETCH!

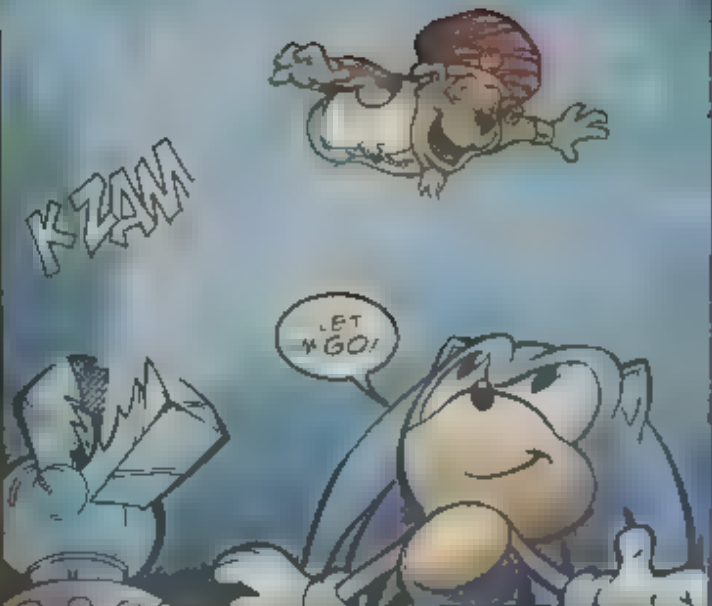
YO, MUTTSK THERE'S THE MEANIE WHO PUT US IN THIS MESS TO BEGIN WITH
DO I KNOW YOU

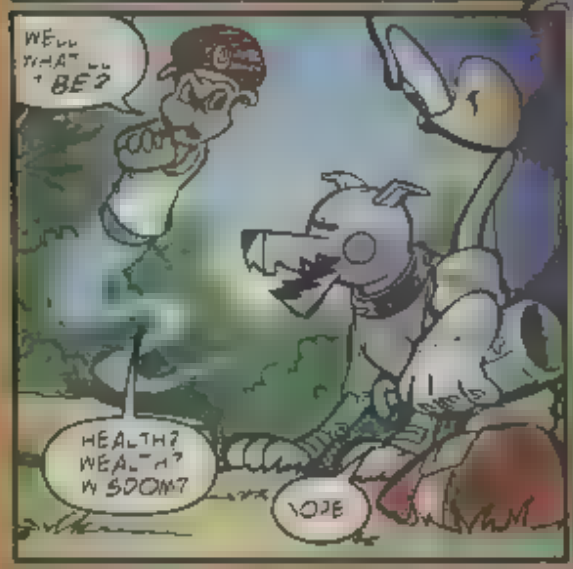

SIC 'M BOY
CHOMP

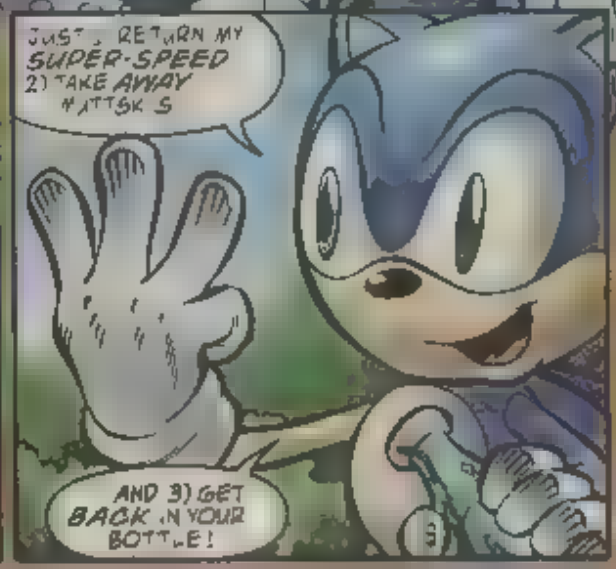
MEANIE IN A BOTTLE CONCLUSION



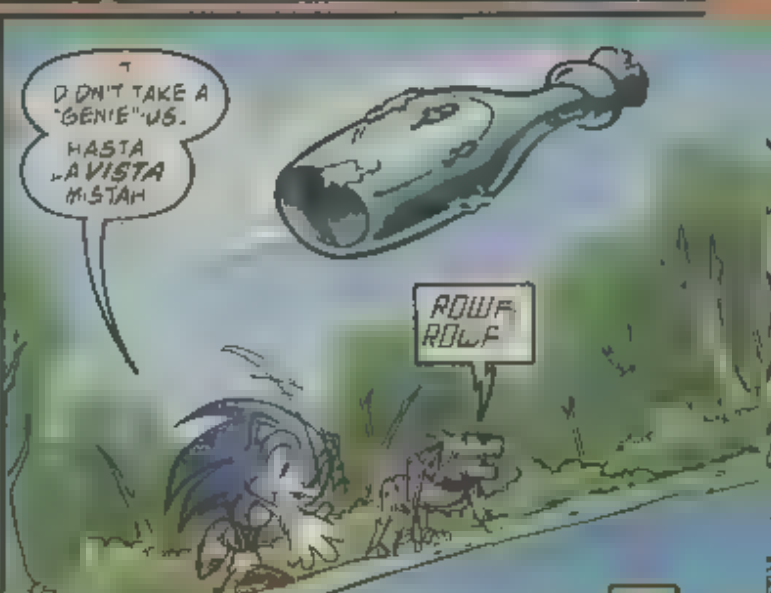

HOW DO WE KNOW YOU'LL KEEP YOUR WORD?
WE GENIES HAVE TO TELL THE TRUTH OR ELSE WE LOSE OUR MAGICAL POWERS FOREVER
SWEET OKAY THEN MUTTS


KZAW
LET ME GO!


WELL WHAT'LL I BE?
HEALTH? WEALTH? WISDOM?
NOPE


JUST 1) RETURN MY SUPER-SPEED 2) TAKE AWAY MUTTSKIS
AND 3) GET BACK IN YOUR BOTTLE!

AWWW DRAT! FOOLED BY A LESSER BEING


I DON'T TAKE A "GENIE"-US. HASTA LA VISTA MISTAH
ROWF ROWF
THE END

the Spaz Sketchbook

Hey Sonic Fans, Spaz here. Justin asked me if I could share with you a little of what goes on behind the scenes here at Archie regarding Sonic design work. In the next couple of pages, I'll be showing you some of the character sketches, unused artwork and concept art that never made it to print. So check it out and enjoy.

Thanks-Spaz

◀ Originally a cover blurb, this circle shot was cut from the upcoming cover of Sonic 116 due to space constraints

Here are some of the initial design drafts of what would eventually become Mecha-Knuckles in MM Super Special ◀ ▼ ▶

▲ In this initial design, the character Rob-O-The-Hedge was wearing a bandana and only had two spines

The first cover layout for Sonic 113 had the wolfpack & Sonic in their latest forms rather than their original designs ▼

▲ These mechanical glove and wrist designs were also part of the Mecha Knuckles design process

the Spaz Sketchbook

This was the original design of Robotactus in Sonic #104. A mustache was added to the final image so we can recognize him as Robotnik

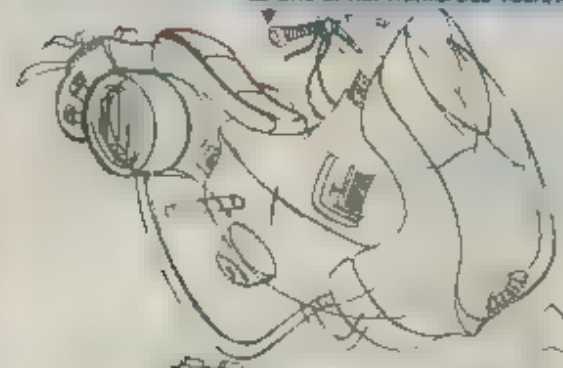
The Egg Walker design was adapted from the Tails Scenario Boss Walker driven by Robotnik in Sonic Adventure (the Game)

In this early concept sketch, the Combot, type two, had a wrist-mounted cannon, that could be loaded manually

These are the finalized front/back shots of the Combot, type two

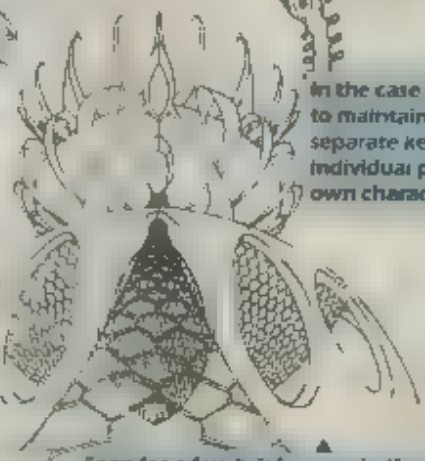
the Spaz Sketchbook

Julie Su's Sky Cycle, originally only appearing on some covers for an interesting visual, was later written into the stories as one of her numerous Techno-Gadgets



Julie Su's twin barrel handgun, originally slated as the weapon for her first appearance, was dropped in favor of a hand taser

In the case of the 'Echidna Security Team', to maintain a consistant uniform design, separate key elements are drawn, leaving the individual penciler freedom to create his/her own characters, while maintaining continuity



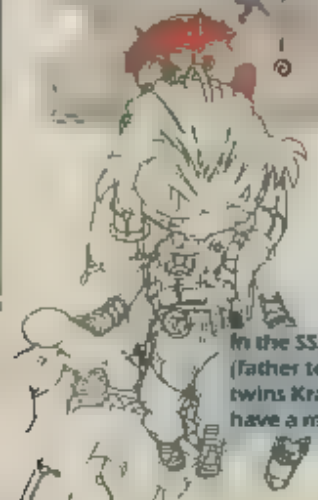
Seen for a few brief scenes in the Knuckles comic, Charmy Bee's home was centered around the idea of a beehive/medieval castle

Some of Julie's equipment had to be updated for her appearance in SSS #11 including a heads-up display for her bike and holster for her gun

Here are the finalized versions of what would eventually be Bunnie Rabbot's new robotic appendages as seen in Sonic Super Special #11

CAUTION: SPOILER INFO

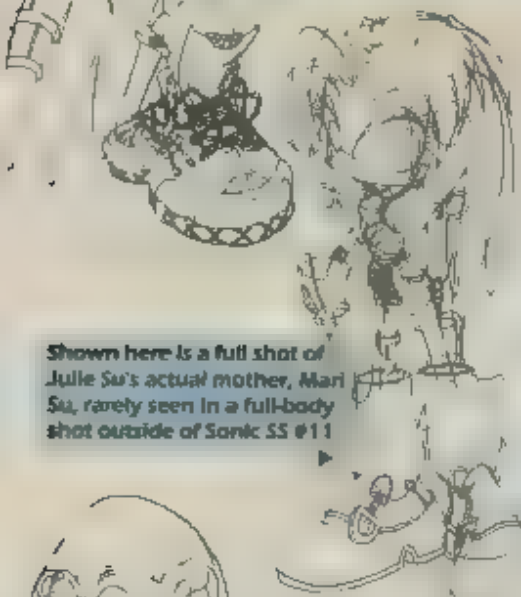
the Spaz Sketchbook



Originally slated for a future Special, and seen briefly in another book Knuckles, Twenty years later, sports some strange gear and a metallic Eyepiece

As the birth mother of the evil Kragok & Kommissar Merin-Da was given a more 'Hard-Edged' design

In the SSS#11 story 'Shadows' Luger (father to both Julie Su and the evil twins Kragok & Kommissar), had to have a menacing yet gentle look



Julie Su, Twenty Years later has a slight hairstyle change a less robotic group of dreads, and carries some serious firepower

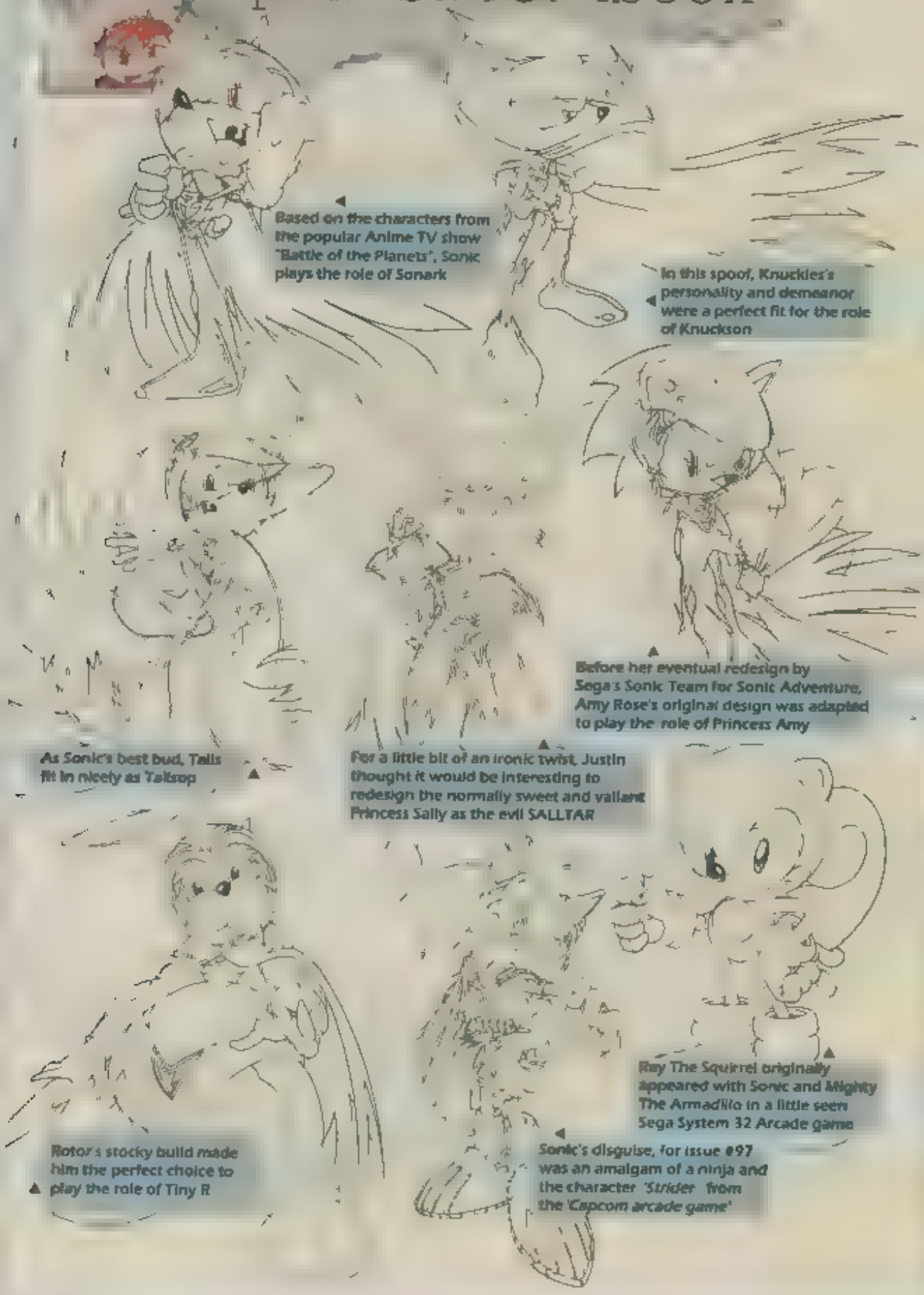
Shown here is a full shot of Julie Su's actual mother, Mari Su, rarely seen in a full-body shot outside of Sonic SS #11

Floren-Ca started out as the design for Julie Su's birth mother but was later switched in the design process

Here's a full body shot of the child versions of Kragok and his sister Lien- Da (Kommissar)

Here in both young and old forms, Julie Sue's surrogate father, Simon, was portrayed, only in his older state

the Spaz Sketchbook



Based on the characters from the popular Anime TV show "Battle of the Planets", Sonic plays the role of Sonark

In this spoof, Knuckles's personality and demeanor were a perfect fit for the role of Knuckson

Before her eventual redesign by Sega's Sonic Team for Sonic Adventure, Amy Rose's original design was adapted to play the role of Princess Amy

As Sonic's best bud, Tails fit in nicely as Tailsop

For a little bit of an ironic twist, Justin thought it would be interesting to redesign the normally sweet and valiant Princess Sally as the evil SALLTAR

Ray The Squirrel originally appeared with Sonic and Mighty The Armadillo in a little seen Sega System 32 Arcade game

Rotor's stocky build made him the perfect choice to play the role of Tiny R

Sonic's disguise, for issue #97 was an amalgam of a ninja and the character *'Strider'* from the *'Capcom arcade game'*

the Spaz Sk[illegible]ook

Originally slated to take place in an alternate timeline, a more "manga" influenced Sonic & the group were called for

Princess Sally's changes included a new outfit, a mini disk player, and even a hover bike not shown here

Not looking too different than his newer iterations as of late, when he was designed 'Manga' Sonic, besides being clothed, was quite a departure from the normal, more rounded shorter-spined Sonic

The script also called for Bunnie Rabbot to be shown both in her natural state (complete with cut-off jean shorts and high top sneakers before she's roboticized), as well as a different type of robotic design

Snively probably sported the most drastic redesign, becoming more wiry, having a long hair braid, and wearing a stealth suit

The Swatbots were also redesigned to include a Female version as well as a Heavy Artillery version not shown. Their designations were displayed in the form of letters on their chestplates (for example, type B swatbots were the more feminine design)

The male Swatbot, designated Type A, were a much bulkier design but lacked the maneuverability or capability of flight which the Female designs had. However, all three types had a common surprise design trait....

the Spaz Sketchbook

As a final bonus, we present to you some sneak preview characters that will be appearing in future issues of Sonic The Hedgehog comics. Because these are as yet unseen characters, we cannot reveal their identities here, but we can give you a little teaser. So check them out and enjoy. Maybe you can guess who a couple of them are. Thanks again for reading.

—Spaz

KNUCKLES

THE ECHIDNA HAS JUST FOUND OUT THAT *DIMITRI*, HIS FORMER FOE AND STILL LEADER OF THE *DARK LEGION*, IS DYING.

WATCHING HER DEPARTURE IS ONE VERY INTERESTED OBSERVER AND ONE RELUCTANT CABBIE.

DIMITRI'S SECOND-IN-COMMAND, HIS GREAT-GRANDDAUGHTER *LIENDA*, WAS VISITING WITH HIM AT THE HOSPITAL WHEN SHE RECEIVED WORD TO RETURN BACK TO THE *MOTHER SHIP*.

I THOUGHT THE DARK LEGION WERE *UNWELCOME* ON THE ISLAND

GET WITH THE PROGRAM, MAC

THAT WAS *YESTERDAY!*

?

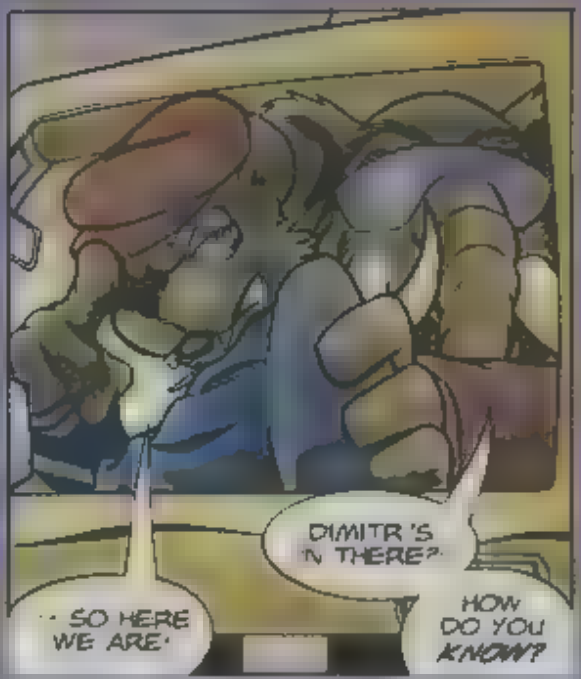
ULTIMATE ECLIPSE

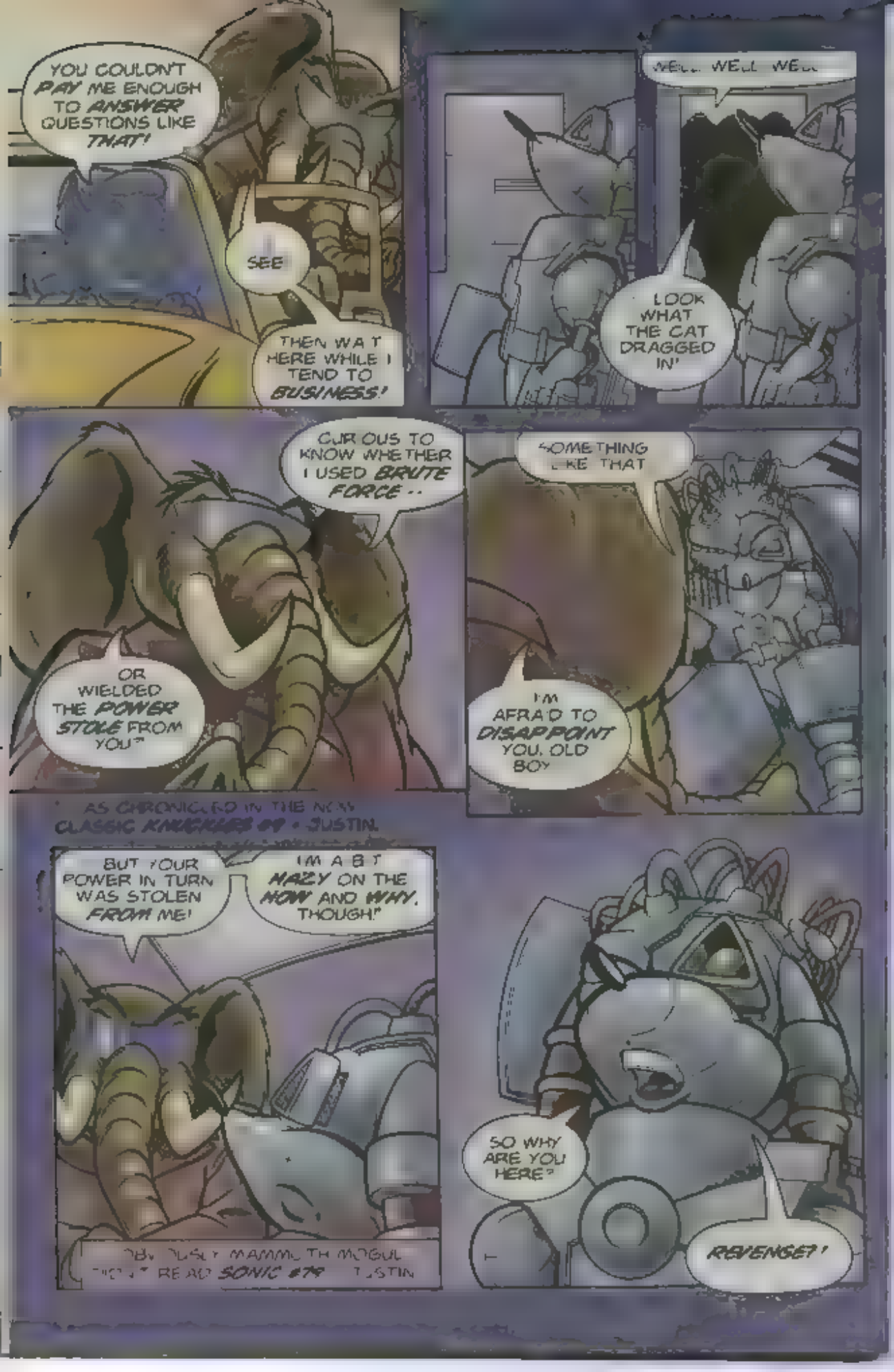
PART TWO

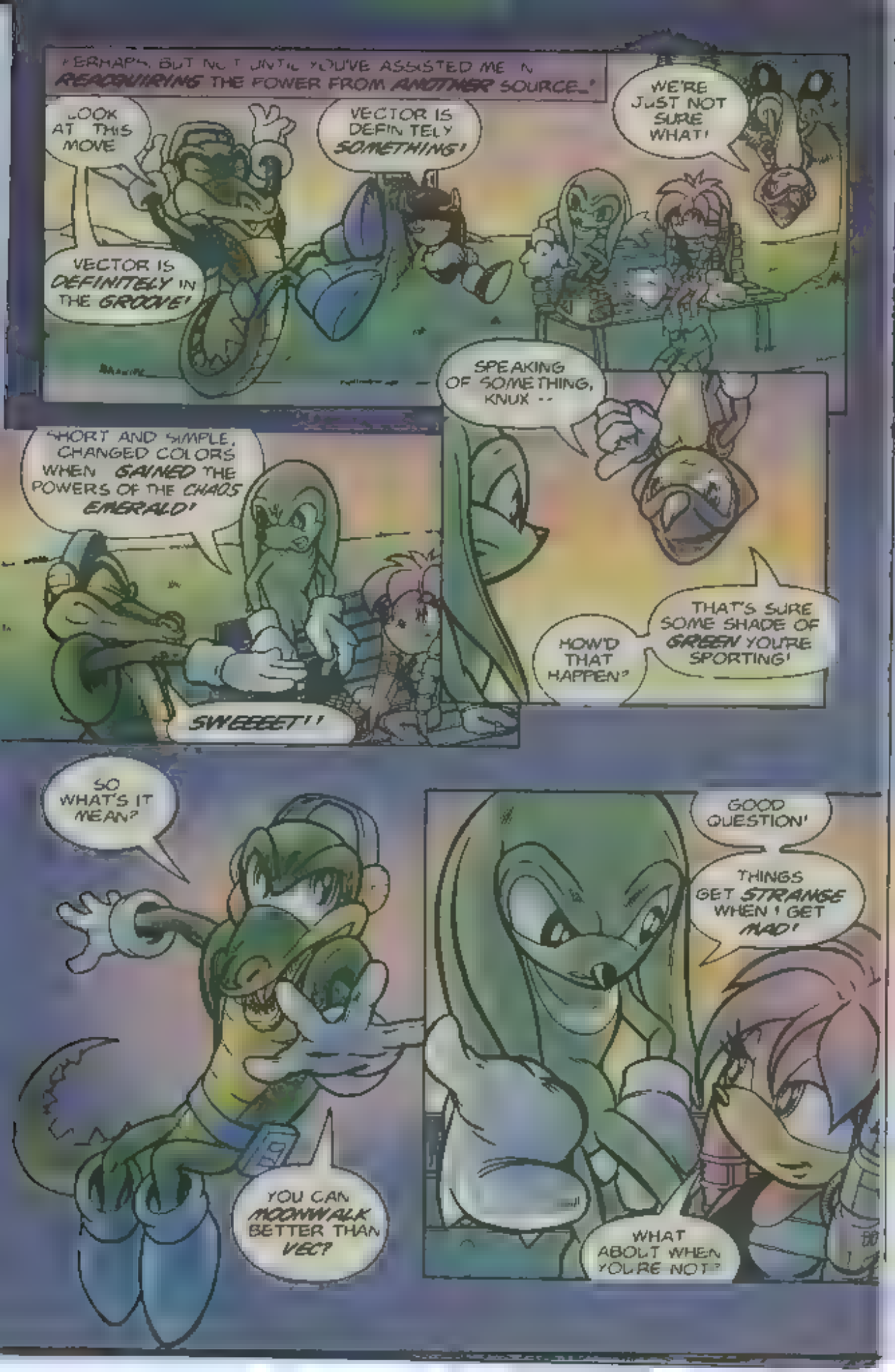
ONCE AGAIN OUR INTREPID TEAM

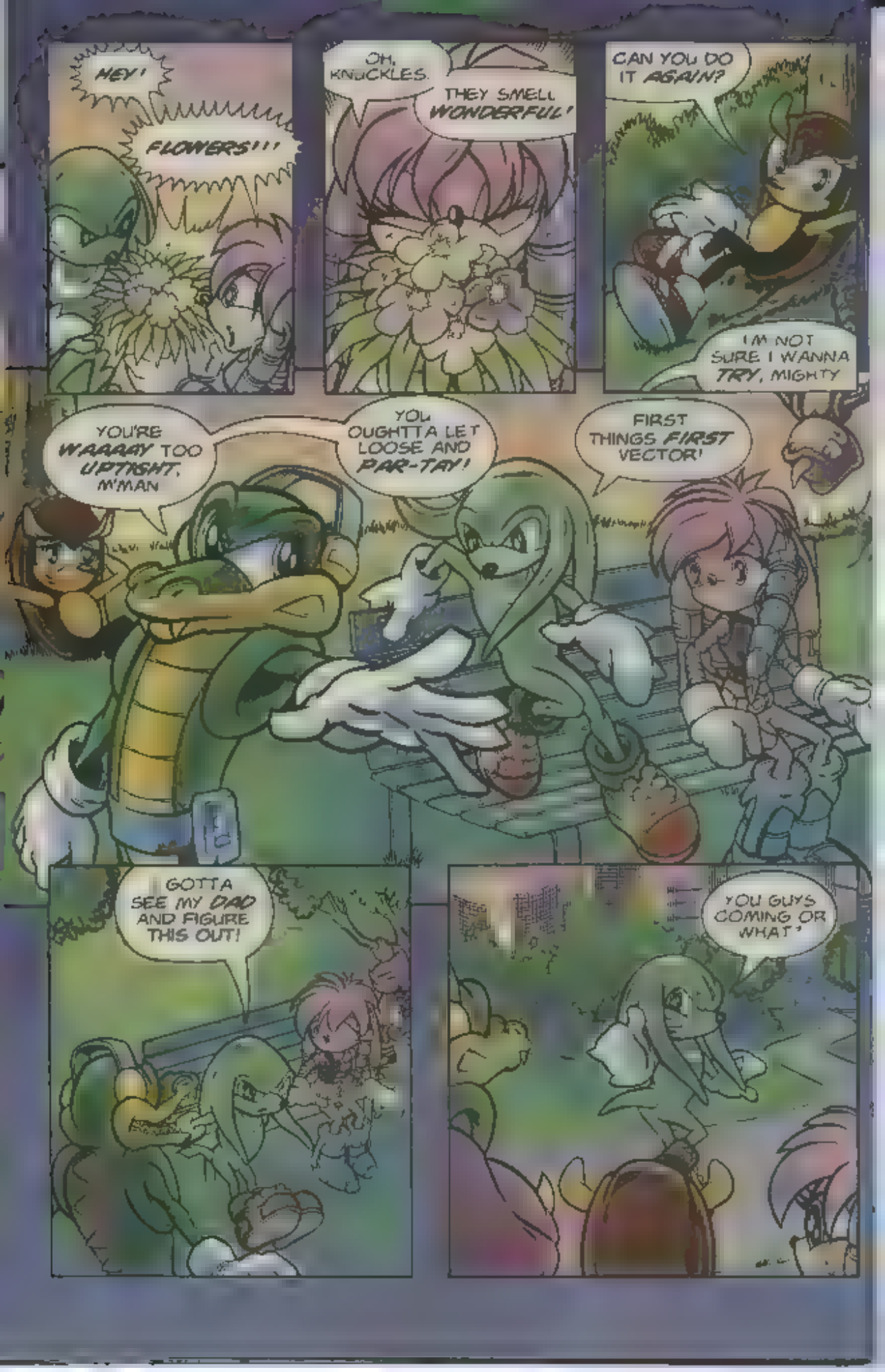
KEN PENDERS SCRIPT LAYOUTS & INKS | *DAWN BEST* PENCILS | *VICKIE WILLIAMS* LETTERER | *JENSEN* COLORIST | *JUSTIN GABRIE* EDITOR

EMBARKS ON A NEW ADVENTURE FEATURING EVERYONE'S FAVORITE ECHIDNA




YOU COULDN'T PAY ME ENOUGH TO ANSWER QUESTIONS LIKE THAT!
SEE
THEN WAIT HERE WHILE I TEND TO BUSINESS!
WELL WELL WELL
LOOK WHAT THE CAT DRAGGED IN!
CURIOUS TO KNOW WHETHER I USED BRUTE FORCE..
OR WIELDED THE POWER STOLE FROM YOU?
SOMETHING LIKE THAT
I'M AFRAID TO DISAPPOINT YOU, OLD BOY
AS CHRONICLED IN THE NOW CLASSIC KNUCKLES #9 • JUSTIN
BUT YOUR POWER IN TURN WAS STOLEN FROM ME!
I'M A BIT HAZY ON THE HOW AND WHY, THOUGH!
SO WHY ARE YOU HERE?
REVENGE!


PERHAPS, BUT NOT UNTIL YOU'VE ASSISTED ME IN REACQUIRING THE POWER FROM ANOTHER SOURCE...
LOOK AT THIS MOVE
VECTOR IS DEFINITELY SOMETHING!
WE'RE JUST NOT SURE WHAT!
VECTOR IS DEFINITELY IN THE GROOVE!
SPEAKING OF SOMETHING, KNUX --
SHORT AND SIMPLE, CHANGED COLORS WHEN GAINED THE POWERS OF THE CHAOS EMERALD!
SWEEEET!!
HOW'D THAT HAPPEN?
THAT'S SURE SOME SHADE OF GREEN YOU'RE SPORTING!
SO WHAT'S IT MEAN?
GOOD QUESTION!
THINGS GET STRANGE WHEN I GET MAD!
YOU CAN MOONWALK BETTER THAN VEC?
WHAT ABOUT WHEN YOU'RE NOT?


HEY!
FLOWERS!!!
OH, KNUCKLES.
THEY SMELL WONDERFUL!
CAN YOU DO IT AGAIN?
I'M NOT SURE I WANNA TRY, MIGHTY
YOU'RE WAAAAY TOO UPTIGHT, M'MAN
YOU OUGHTTA LET LOOSE AND PAR-TAY!
FIRST THINGS FIRST VECTOR!
GOTTA SEE MY DAD AND FIGURE THIS OUT!
YOU GUYS COMING OR WHAT?

ELSEWHERE IN ECHIDNAOPOLIS, UNSEEN FROM PRYING EYES...
WE'VE JUST ABOUT FINISHED INSTALLING THE COM-CONSOLES.
ONCE THE FINAL CONNECTIONS ARE MADE, WE CAN BEGIN SIMULATIONS!
EXCELLENT!
KOMMISSAR WILL BE PLEASED WITH OUR PROGRESS!
SPEAKING OF WHICH --
HAVE YOU ANY NEWS OF GREAT DIMITRI, KOMMISSAR?
NOTHING FAVORABLE AT THE MOMENT, GAE-NA --
-- BUT THERE IS STILL HOPE!
IN THE MEANTIME --
-- THE MASH COUNCIL HAS NOT YET VOTED THEIR APPROVAL OF REUNIFICATION --
-- FORCING US TO CONTINUE WITH OUR BACK-UP PLAN JUST IN CASE.
HERE'S A REPORT ON OUR CURRENT STATUS!
AND WHAT ABOUT KNUCKLES?
WHERE-ABOUTS IS OUR -- ALLY?

WHATEVER WOULD YOUR FATHER BE DOING IN THIS DUMP?!
* - AND SO IT IS, DUE TO EVENTS DEPICTED IN SONIC SUPER SPECIAL #14 - JUSTIN.
I GUESS HIS LAST ADDRESS IS IN WORSE SHAPE!
YOU SURE HE COULDN'T FIND A BETTER PLACE, KNUX?
THIS IS JUST THE STORAGE AREA!
IN HERE!
KNUCKLES!
GOOD THING YOU SHOWED UP, SON!
YOU SOUND LIKE YOU WERE EXPECTING ME, DAD!
IF YOU HADN'T COME, WE'D HAVE GONE LOOKING FOR YOU!
WHY?
WHAT'S GOING DOWN?
WE'VE JUST RECEIVED A TRANSMISSION FROM SOMEONE WHO CALLS HIMSELF MAMMOTH MOGUL!
HE'S CAPTURED DIMITRI --
-- AND NOW HE WANTS YOU!

SONIC-GRAMS

THIS JUST IN!

Hey, Sonic fans! JG here. Just wanted to let you know that deadline doom is a real thing. All of us that do this thing we call comics, live with it everyday. It causes headaches, ulcers... and relief when we make it right under the wire. This time out, Ken couldn't make his letters page deadline. Since the Knuckles stories he does for us have a more important deadline than the letters, I don't blame him for letting time lapse on it. However, he did send me this one letter that I thought I could place in my editorial instead. Regular editorial and letters page will return next month, so until then, keep on reading...

To the Sonic crew at Archie:

I was a completely loyal and true fan and follower of the Sonic comic from #47 until about #60-something. (Years ago, I even spent $12 to buy Sonic #0 at a nearby comic-book shop. At the time, that was a lot of money to me.) Then I lost interest for a long time, only thinking to look for back issues every now and then. You see, I am going off to the Savannah College of Art and Design in September, so lately I've been going through all my comic books and graphic novels to decide what I'll take with me. A large portion of the final selections are Sonic related. This led me back to the Sonic Foundation website, where I read some of Dan Drazen's reviews of the Sonic comic. I found myself getting interested in the series all over again.

Now, to the point of this letter - Earlier today, I was able to find and buy issues 104 through 112. (My original intent was to find Sonic #87 and *Jay and Silent Bob #3*, among others.) During the first hours of the night, I read and reviewed all of these issues and I came to the following conclusions:

I really must thank the team at Archie for the masterpiece that was Sonic #108. I mean I was totally blown away by the artwork and writing. Perhaps even more than these factors, it was the sheer heart of the issue that really touched me. "...A Girl Named Hope!" was really beautiful in Head, Eye, and Heart (as Dan Drazen would classify the story). Simply wonderful. My only minor complaint, and which is really just an observation, is that Sonic looks weird on the cover. (C'mon, did Spaz really do that?) The other issues that retained (and deserved) their bags and boards were also unusually excellent. I have especially come to like Dawn Bent's penciling style. She's as, good as if not better than as some of the long-time professional penciliers of the series. Also, J. Axer is extremely skilled at his job. Dare I say that he is just as good, if not better than, Spazante!!! That's something I never thought I'd say. So that I won't accidentally hurt Spaz's feelings, let me thank him for his penciling on Mecha Madness #1, which I still greatly enjoy.

Now more than ever, I am so impressed with the Sonic series that I feel inspired by it. What with Spaz and Axer and Bent's penciling, and Mawhinney's improvements, there is so much great art to look at, not to mention the inkers and colorist, who have also been doing an impressive job. I like the 3-story format; it's working out very well for me. Also, the blor and other non-story features are extremely helpful, because now I know Knuckles' family tree (I used to wrack my brain trying to figure out that labyrinth of a genealogy) and how it is that there is still a Robotnik (or in the case of Sonic #108, two Robotniks). Robotnik II's story is quite interesting, by the way.

Jayson

P.S.: Issues 106 through 109, and 111 and 112 are definitely coming with me to college!

P.S.S.: Is it just me, or has there been a whole lot of hugging in the series, recently? Not that that's a bad thing at all, you understand! I actually enjoy heartwarming stories every now and then. We haven't been keeping score of all the hugs, hand-holding and even outright kisses, but as you said, it's not a bad thing for our characters to express a variety of emotions, is it? We're also happy to hear the new format and features are your kind of chili-dog. As long as you guys let us know what works and — just as important, what doesn't — we'll be able to continue bringing you all the hi-diddlin' action you can handle.

Catch you on the flip side!

JG

Send Letters and E-mail To:

SONIC-GRAMS # 115
c/o Archie Comic Publications, Inc.
P.O. Box #419
Mamaroneck, NY 10543-0419

E-MAIL:
Sonic@keypenders.com
WEBSITE: www.archiecomics.com
SEGA WEBSITE: www.sega.com

COMING ATTRACTIONS

NO. 116

Note: Due to the overwhelming amount of e-mail and snail mail, it is impossible for us to reply personally to each and every message. However, your opinions are important to us and each message will be read. Also, due to space limitations, some correspondence may be edited.
Thanks for understanding!

SONIC CHECKLIST

SUBSCRIPTIONS (SON)

- ☐ **SONIC (5 issue subscription)** $6.75 ($7.50 - CAN)
- ☐ **SONIC (10 issue subscription)** $13.50 ($15.00 - CAN)

BACK ISSUES

SONIC & KNUCKLES COLLECTOR SETS

1996

- ☐ **SONIC** (HCS) Issue No's 30-41...$23.99

1997

- ☐ **SONIC** (HCS) Issue No's 42-53...$21.99
- ☐ **KNUCKLES** (KCS) Issue No's 1-7...$11.99

1998

- ☐ **SONIC** (HCS) Issue No's 54-65...$20.99
- ☐ **KNUCKLES** (KCS) Issue No's 8-19...$20.99

1999

- ☐ **SONIC** (HCS) Issue No's 66-77...$19.99
- ☐ **KNUCKLES** (KCS) Issue No's 20-31...$19.99

2001

- ☐ **SONIC** (HCS) Issue No's 90-102...$20.99

MINI-SERIES

- ☐ **SONIC'S FRIENDLY NEMESIS KNUCKLES** (SNK) (3 issue mini-series) $6.00 ($7.00 - CAN)
- ☐ **TAILS 3 ISSUE MINI-SERIES** (TLS) $6.00 ($7.00 - CAN)
- ☐ **SONIC QUEST "THE DEATH EGG SAGA"** (SDS) (3 issue mini-series) $6.00 ($7.00 - CAN)
- ☐ **PRINCESS SALLY** (PS) (3 issue mini-series) $6.00 ($7.00 - CAN)
- ☐ **KNUCKLES "THE DARK LEGION"** (ENC) (3 issues #1 - #2 - #3) $4.50 ($5.50 - CAN)
- ☐ **KNUCKLES "LOST PARADISE"** (ENC) (3 issues #4 - #5 - #6) $4.50 ($5.50 - CAN)
- ☐ **KNUCKLES "DARK VENGEANCE"** (ENC) (3 issues #7 - #8 - #9) $4.50 ($5.50 - CAN)
- ☐ **NIGHTS INTO DREAMS ORIGINAL MINI-SERIES** (NID) (3 issues #1 - #2 - #3) $4.50 ($5.00 - CAN)
- ☐ **NIGHTS INTO DREAMS MINI-SERIES** (NID) (3 issues #4 - #5 - #6) $4.50 ($5.00 - CAN)

SPECIALS

(48 pg. Special) $3.00 ($3.50 - CAN)

- ☐ **SONIC & KNUCKLES** (BAK)
- ☐ **SONIC IN YOUR FACE** (BIF)
- ☐ **SONIC BLAST** (SOB)
- ☐ **SONIC CHAOTIX** (CHX)
- ☐ **SONIC TRIPLE TROUBLE** SOLD OUT!
- ☐ **SONIC & KNUCKLES MECHA MADNESS** (SMM)
- ☐ **SUPER SONIC VS HYPER KNUCKLES** SOLD OUT!
- ☐ **SONIC LIVE!** (SLS)
- ☐ **#1 BATTLE ROYAL** (BSQ1)
- ☐ **#2 BRAVE NEW WORLD** (BSQ2)
- ☐ **#3 SONIC FIRSTS** (BSQ3)
- ☐ **#4 RETURN OF THE KING** (BSQ4)
- ☐ **#5 SONIC KIDS** (BSQ5)
- ☐ **#6 SONIC DIRECTOR'S CUT** (BSQ6)
- ☐ **#7 IMAGE/SONIC CROSSOVER** (BSQ7)
- ☐ **#8 SALLY MOON** (BSQ8)
- ☐ **#9 SONIC KID$#2** (BSQ9)
- ☐ **#10 SONIC/SABRINA** (BSQ10)

SONIC SUPER SPECIALS (SSQ)

(48 pg. Specials) $2.50 ($3.00 - CAN)

- ☐ **#11 SONIC CO-STARS**
- ☐ **#12 TURN ABOUT HEROS**
- ☐ **#13 DREAMCAST ADAPTATION**
- ☐ **#14 SONIC STEW**
- ☐ **#15 BATTLE WITH NAUGUS**

TRADE PAPERBACK

- ☐ **SONIC "FIRSTS"** (SGN) $5.00 ($6.00 - CAN)

OFFER EXPIRES MARCH 31, 2003

ARCHIE COMIC PUBLICATIONS, INC.

SONIC CHECKLIST

P.O. Box #573, Mamaroneck, NY 10543-0573 Tel. (914)381-5155 Fax (914) 381-4015

www.archiecomics.com

NAME _____ AGE _____ MALE ☐ FEMALE ☐

ADDRESS _____ e-mail _____

CITY _____ STATE _____ ZIP+4 _____ - _____

DAYTIME PHONE # _____

TALLY YOUR ORDER HERE

$_____ + $_____ = $_____

SUBSCRIPTION SUBTOTAL — BACK ISSUES SUBTOTAL — TOTAL AMOUNT

☐ VISA ☐ MASTERCARD

EXP. DATE ___/___ MO. YR.

SIGNATURE _____

AVAILABLE IN U.S. & CANADA ONLY. Please make all orders payable in U.S. funds by Check, Money Order or Credit Card. PLEASE ALLOW 6-8 WEEKS FOR DELIVERY.

YOU CAN MAKE A COPY OF THIS PAGE IF YOU DON'T WANT TO TEAR YOUR BOOK.

1203